

# CCPlus

**CC+** denotes the combination of a **CC official license (unmodified and verbatim)** + **another separate and independent agreement granting more permissions**.

It is **NOT** a new or different license or any license at all, but a facilitation of **more Permissions** beyond **ANY** standard CC licenses. Worth emphasizing is that CC+ (and use of that mark) requires that the work be licensed under a standard CC license that provides a baseline set of permissions that have not been modified or customized but reproduces the license verbatim. The plus (+) signifies that all of those same permissions are granted, plus more.

Note that in order to use CC+ the additional permissions must be set forth in a separate document or resource -- the official legal code within the "corners" of the license cannot be added to or changed.

If you want to adopt CC+, please **(1)** implement CC+ on your site, **(2)** add your project/company name, and **(3)** let us know! (<http://creativecommons.org/contact>)

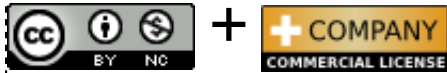
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## Simple Explanation

The basic concept is to have a Creative Commons license + some other agreement which provides morePermissions.



NOTE: Above, the CC license should link to the human deed and the generic commercial license would link to a place to get a commercial license for a work. The COMMERCIAL LICENSE is generic and should be tailored for specific uses with specific names of copyright holders.

Here is the SVG (vector graphic) (<https://wiki.creativecommons.org/images/b/b4/Commercial-license-button.svg>) to the generic button if you would like to construct a commercial licensing button for your usage. The button is released into the public domain (<http://creativecommons.org/publicdomain/zero/1.0/deed.en>).

## Summary

CC+ is a protocol providing a simple way for users to get rights beyond the rights granted by a CC license. For example, a work's Creative Commons license might offer noncommercial rights. With CC+, the license can link to a resource indicating how a reuser may secure commercial rights or other additional permissions or services such as warranty, permission to use without attribution, or even access to physical media.

## Solvable Problems

### Legal

Creative Commons has solved this with Creative Commons licensing. Creative Commons has this one locked down. Rely on CC.

- What is CC? (<https://wiki.creativecommons.org/images/d/da/Cc-general.pdf>) - One Page (pdf)

## Human

Creative Commons has structured this so that you and/or your project can implement the rest of the social part to this equation.

- CC+ General.pdf - CC and CC+ Overview for the World Wide Web (pdf)
- Concepts and Pieces
  - healthy ecosystem

## Technical

Similar to #Human, CC has structured the Technical part of CC+ so that you can implement the technical standard to be in compliance.

- CC+ Technical.pdf - CC+ Technical Implementation for the World Wide Web (pdf) explaining how to add CC+ functionality to your site.
- Concepts and Pieces
  - RDFa and morePermissions
  - OpenStar

## Easy CC+ Markups

### Simplest CC+ Example

```
My Book by Jon Phillips is licensed under a
<a rel="license" href="http://creativecommons.org/licenses/by-nc/3.0/">Creative Commons
Attribution Non-Commercial 3.0 License</a>.

Permissions beyond the scope of this license may be available at
<a xmlns:cc="http://creativecommons.org/ns#" rel="cc:morePermissions"
href="http://somecompany.com/revenue_sharing_agreement">somecompany.com</a>.
```

### A complete CC+ Implementation

```
<span xmlns:cc="http://creativecommons.org/ns#" xmlns:dc="http://purl.org/dc/elements/1.1/">
<span rel="dc:type" href="http://purl.org/dc/dcmitype/Text" property="dc:title">My Book</span> by
<a rel="cc:attributionURL" property="cc:attributionName" href="http://rejon.org/my_book">Jon Phillips</a>
is licensed under a
<a rel="license" href="http://creativecommons.org/licenses/by-nc/3.0/">Creative Commons
Attribution Non-Commercial 3.0 License</a>.
<span rel="dc:source" href="http://deerfang.org/her_book"/>
```

```
Permissions beyond the scope of this license may be available at
<a rel="cc:morePermissions"
href="http://somecompany.com/revenue_sharing_agreement">somecompany.com</a>.
</span>
```

## A simple example of custom agreement on the same page

```
<a xmlns:cc="http://creativecommons.org/ns#" rel="cc:morePermissions" href="#agreement">below</a>
<a id="agreement">The Agreement</a>
... agreement text...
```

## A simple agreement leading to mailto

```
<a xmlns:cc="http://creativecommons.org/ns#"
rel="cc:morePermissions" href="mailto:someuser@somedomain.com">custom license</a>
```

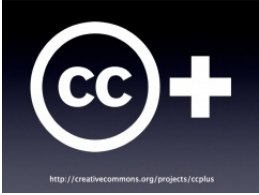
**Please note: the additional CC+ section in the deed will appear only if the document you're clicking to the deed from is accessible on the public Internet.**

## Use Cases

- Restrict commercial use with a CC license with the NonCommercial condition, and then use a separate agreement with some party (could be yourself or third-party) to broker commercial rights (licensing, sales, reproduction, etc).
- Require that adaptations are shared with a CC license with the ShareAlike condition, but offer a separate agreement (as above) for parties that do not want to release derivatives under the same license. Similar use cases for offering a private agreement for parties that wish to avoid fulfilling the Attribution or NoDerivatives properties of applicable CC licenses.
- Offer a private agreement for parties that require one (eg for institutional policy or insurance reasons), even if their use would be within the scope of the public license grant.
- To implement some type of Street Performer Protocol ([https://en.wikipedia.org/wiki/Street\\_Performer\\_Protocol](https://en.wikipedia.org/wiki/Street_Performer_Protocol)) system to put works to the public domain or into another license, preferably more free and in the community interest.

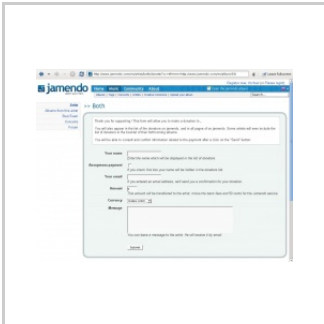
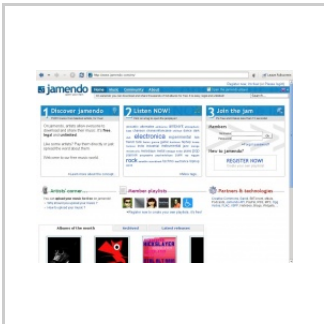
## Media

- The basics of this idea were formulated for Pixelodeon 2007 slides (<http://www.slideshare.net/rejon/phillips-remix-cycle-pixelodeon-2007>).
- CC+ Video (<http://support.creativecommons.org/videos#ccp>) by Eric Steuer. Script text here.
- CC+ general.pdf - CC and CC+ Overview for the World Wide Web (pdf)
- CC+ technical.pdf - CC+ Technical Implementation for the World Wide Web (pdf)
- Press Release.pdf - CC+ Official Press Release (pdf)

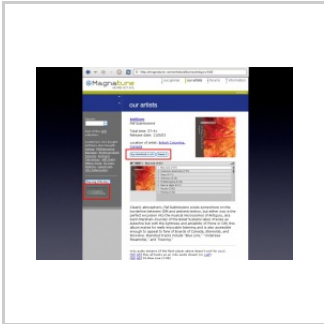
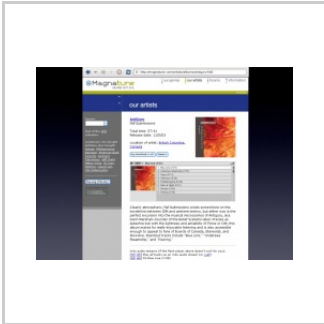
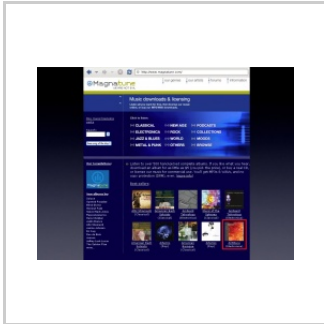
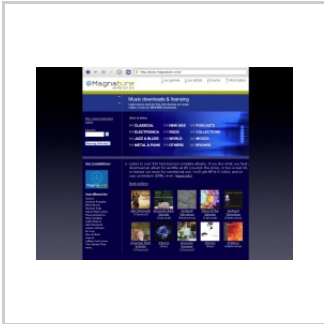


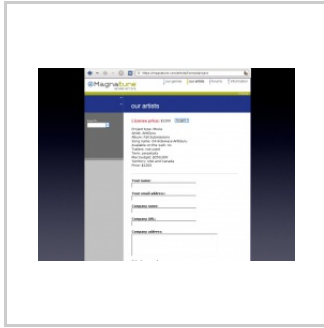
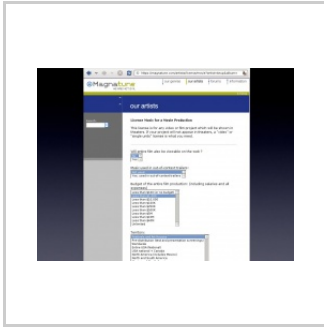
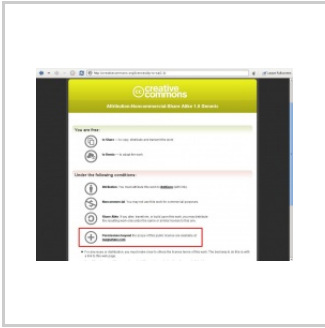
Examples

Jamendo

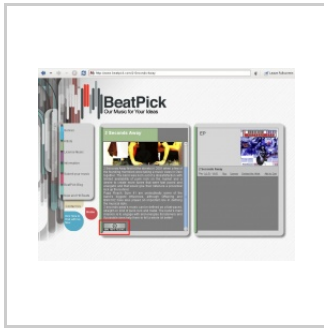
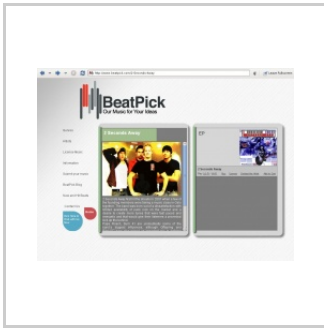


Magnatune





# BeatPick



# Mockups

- CCPlus Integration Mockups
- Facebook CC+ Integration
- Virb CC+ Integration
- Myspace CC+ Integration
- imeem CC+ Integration
- Blip.tv CC+ Integration

# Actual

- Strayform CC+ Integration

# Adopters

- Yahoo
- Blip.tv
- Jamendo
- Magnatune
- Beatpick
- RightsAgent
- Youlicense
- Strayform
- Cloakx
- Copyright Clearance Center via <http://ozmo.com/>
- RRT Group
- WIPmania
- Uncensored Interview
- LIFE Computers
- New York State Senate
- RightsPro
- 2lifeCast
- Проект: Центр адаптации научной работы: Основы сексологии
- [rightclearing.com](http://rightclearing.com)
- comDB
- add your project here!

## FAQ

### What is a simple way of explaining CC+?

CC+ is just what it sounds like, a Creative Commons license plus another agreement. A copyright holder might pair a Creative Commons Attribution-NonCommercial license [CC] with a non-exclusive commercial agreement [+] enabling a company to license the work commercially for a fee.

### Isn't CC+ just a technological facilitation of dual licensing?

Yes. A copyright holder who uses a Creative Commons license is already adding a license on top of their copyright. CC+ can make it easier for that copyright-holder to add other non-exclusive licenses/agreements as alternatives.

## External Links

- <http://labs.creativecommons.org/metadata>
- Press
  - <http://blogs.magnatune.com/buckman/2007/12/creative-common.html>
  - <http://www.linuxelectrons.com/news/general/15548/creative-commons-launches-cc0-cc-programs>
  - <http://yro.slashdot.org/yro/07/12/19/1948209.shtml>

- <http://reddevnews.com/news/article.aspx?editorialsid=9377>
- <http://www.adtmag.com/article.aspx?id=21771>
- Research
  - <http://www.warsystems.hu/?p=517>
  - <http://creativecommons.org/weblog/entry/7711>
  - <http://blogs.photopreneur.com/how-to-get-paid-for-your-flickr-photos>
- Links to CCPlus licenses
  - <http://www.nysenate.gov/copyright-policy>

## How do you get involved?

Jump on over to the CC-Community and/or CC-Licenses email lists (<http://creativecommons.org/contact>) for further discussion on CCPlus.

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